## **IPhysicsProcessor**

- + ~IPhysicsProcessor()
- + generateFrame()
- + spawnVoxel()
- + countVoxels()
- + spawnVoxelInArea()

## PhysicsProcessor

- context
- engine
- config
- device
- allocatedGPUMemory
- queue
- pbo mem
- pbo buff
- engineResources
- eConfig and 21 more...
- + allocateHostMemory()
- + structuresAsString()
- + kernelCodeAsString()
- + constructorMain()
- + configureMainKernel()
- + PhysicsProcessor()
- + ~PhysicsProcessor()
- + generateFrame() + spawnVoxel()
- + countVoxels()
- and 6 more...
- PhysicsProcessor()

## PhysicsProcessor\_Fallback

- context
- engine
- config
- device
- allocatedGPUMemory
- queue
- pbo mem
- pbo buff
- engineResources
- eConfig
- sumReturnValue
- spawn\_voxelKernel
- sum voxelKernel
- spawn\_voxel\_in\_areaKernel
- hostFallbackBuffer
- + allocateHostMemory()
- + structuresAsString()
- + kernelCodeAsString()
- + constructorMain()
- + configureMainKernel()
- + PhysicsProcessor\_Fallback()
- + ~PhysicsProcessor\_Fallback()
- + generateFrame()
- + spawnVoxel()
- + countVoxels()
- + spawnVoxelInArea()